

ALIEN PLAQUE

By

VIC-SOFT

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COLOUR COMPUTER
SOFTWARE



WRITTEN BY TODD HOOPER AND TIM HOFFMAN FOR THE VIC - 20 COMPUTER

STORY: It is the year 2020, and you are patrolling the Earth's atmosphere when you are attacked by the advance wave of an alien invasion. You must head them off while Earth prepares its massive battlefleets to annihilate the invaders. Humanity is depending on you!

Your craft, the Batwing Avenger, is the latest of its type, and is a worthy enemy for the hordes. Its usual duty is protecting the nuclear powercells that powers earth industry and defence. If the aliens steal, the earth is doomed. However, your craft has powerful laser weapons will vaporize any opposition. But be careful that you don't shoot the powercells yourself.

PLAYING THE GAME

THE ALIENS

The saucer - 10 points

The saucer is a deadly enemy who tries to steal your powercells. It will appear at the top of the screen and fly straight down until it picks up a cell. When it has a powercell it will fly straight up again.

The star - 100 points

The star is perhaps the worst alien in that it continually weaves and dodges until it reaches group level, then it picks up a cell and flies away, again weaving and dodging.

The Builder - 50 points

This alien rarely tries to steal a powercell, but builds yellow tiles behind him to provide cover for the other aliens. He too weaves and dodges. The tiles are worth 5 points each.

The mothership - 500 points

The mothership does not move but distracts with its flashing colours. It usually hides behind the tiles, and stays a short time before moving away. A good pilot is alert for its warning siren tones.

When an alien steals a powercell, and is moving away, you may shoot it and the powercell is returned to your safe keeping. However, the alien carrying it is not destroyed and will try to regain it. Shooting a cell in this manner is worth 50 points.

PILOTING THE BATWING AVENGER

Control your craft using the z and / key on the keyboard to move left and right. Fire the wing lasers by pressing the space bar.

When an alien is very close, you may have difficulty shooting it as they disappear. If they are flying away with a cell, firing your lasers at very close ranges could destroy your powercell. The aliens will also trick you when two or more grab the same powercell, as they will copy it and you may be destroyed. Try not to let this happen. At all times you must be on your guard against such treachery.